

**\*\*Make yourself aware of any prerequisites, found at the link below\*\***

# Merit Badge Opportunities



Listed in alphabetical order below are the merit badges that will be offered at camp. Details about merit badge offerings along with requirements that need to be started or completed BEFORE camp can be found at [resicafalls.org/meritbadges](https://resicafalls.org/meritbadges). If they are completed to the satisfaction of the counselor, the badge may be earned at camp; otherwise the Scout may receive a partial. With all merit badges, Scouts should become familiar with the requirements before coming to camp. Some merit badge requirements require “advanced preparation” by the Scouts. The specifics of this depend on the requirement, but generally Scouts should be familiar with the information that the requirement covers.”



**Public Health and Scouting Heritage Merit Badges have been added for the 2024 Camping Season**

Merit Badge	Level (Year)	Max. Capacity	Program Location
Animal Science	2	15	Ecology
Archery	3	16	Archery
Art	1	15	Handicraft
Astronomy	2	15	Ecology
Athletics	2	15	Sports
Basketry	1	15	Handicraft
Bird Study	2	15	Ecology
Camping	2	20	Scoutcraft
Canoeing	2	15	Lake
Chemistry	2	20	STEM
Chess	1	20	Sports
Citizenship in the Nation	3	25	Civics
Citizenship in the World	3	25	Civics

Merit Badge	Level (Year)	Max. Capacity	Program Location
Climbing	4	12	COPE
Cooking	3	15	Scoutcraft
Electricity	3	15	STEM
Electronics	3	15	STEM
Emergency Preparedness	3	15	Health Lodge
Engineering	4	15	STEM
Environmental Science	3	20	Ecology
Exploration	3	15	Scoutcraft
Fingerprinting	1	15	Civics
Fire Safety	1	15	Scoutcraft
First Aid	1	20	Health Lodge
Fish and Wildlife Management	2	15	Ecology

# Merit Badge Opportunities (Continued)

Merit Badge	Level (Year)	Max. Capacity	Program Location
Fishing	3	15	Lake
Fly Fishing	3	15	Sports
Forestry	1	15	Ecology
Game Design	2	15	Sports
Geocaching	2	15	Scoutcraft
Geology	1	15	Ecology
Graphic Arts	2	15	Handicraft
Insect Study	2	15	Ecology
Kayaking	2	15	Lake
Law	1	15	Civics
Leatherwork	1	15	Handicraft
Lifesaving	3	15	Pool
Mammal Study	1	20	Ecology
Metalwork	3	10	Shop
Moviemaking	3	15	STEM
Music	2	15	STEM
Nature	1	15	Ecology
Oceanography	2	15	Ecology
Orienteering	2	15	Scoutcraft
Personal Fitness	3	20	Sports
Photography	2	15	STEM
Pioneering	3	10	Scoutcraft
Pottery	3	15	Handicraft
Public Health	2	15	Health Lodge
Public Speaking	2	15	Civics
Pulp and Paper	1	15	Handicraft
Radio	3	15	STEM

Merit Badge	Level (Year)	Max. Capacity	Program Location
Reptile and Amphibian Study	2	15	Ecology
Rifle Shooting	3	12	Shooting Sports
Robotics	4	15	STEM
Rowing	3	8	Lake
Scouting Heritage	2	15	Civics
Sculpture	2	15	Handicraft
Search and Rescue	2	15	Health Lodge
Shotgun Shooting	3	10	Shooting Sports
Small-Boat Sailing	3	8	Lake
Soil and Water Conservation	2	15	Ecology
Space Exploration	2	15	STEM
Sports	2	15	Sports
Swimming	1	30	Pool
Weather	2	15	Ecology
Welding	4	10	Shop
Wilderness Survival	2	15	Scoutcraft
Wood Carving	1	15	Handicraft
Woodwork	2	15	Shop





# Program Highlights

## Daily Instruction

(Monday - Friday 9:00 am to 12:30 pm & 2:15 pm to 3:15 pm)

See the complete merit badge schedule on [resicafalls.org/meritbadges](https://resicafalls.org/meritbadges) for specific times that merit badges are offered. Please note that some merit badges require 100 minute periods. Each afternoon will also play host to various Afternoon Adventures designed for the scout and their buddy, the patrol, or the entire unit.

## ATV Program

Are you a Scout looking to kick it up a notch this summer? Our ATV program is offered to Scouts 14 years of age and older and offers an experience to learn about ATV's, safety and have the opportunity to take guided rides around camp. More information is available on page 31 of this guide.

## Lunch and Clubs

Every day we will offer a different lunch club. During your club period, Scouts can choose different sporting or gaming activities to challenge each other or the staff to a friendly game.

Lunch Orange 12:45- 1:15  
Lunch Club Orange 1:30 - 2:00

Lunch Club Purple 12:45-1:15  
Lunch Purple 1:30-2:00

## Leaders Program

### (See Schedule on Pg. 30)

Adult leaders are encouraged to participate in all activities in camp. This includes sitting in on your Scout's merit badges and supporting them during campwide activities. In addition, there are special programs and contests designed specifically for leaders. These will be announced throughout the week and posted on all the bulletin boards.

## The Trials of Mount Resica: (Weeklong)

Villains have taken over Mount Resica and all great gods of olde have been captured! Join our Heroes in a weeklong quest to rescue them. Follow clues, participate in camp-wide activities, and defeat evil once and for all to free the gods of Mount Resica.

## Campers Council

(Monday-Friday 7:15 PM at the Clock Tower)

This forum of the camp's principal youth leaders, the senior patrol leaders, will gather each day to review the program and discuss concerns of the camp. Therefore, it is extremely important that your senior patrol leader, or designated representative, be present at each meeting to ensure your unit's representation. This group will plan the Campers Campfire on Wednesday.

## Big Springs Olympic Games

(Monday - 7:30pm)

The ultimate night of inter-troop and patrol competition! Sign-up to participate in our bracket sports tournament in a variety of events, including volleyball, soccer, and human foosball. Perhaps you'll participate in our trials of strength and skill and be crowned a real olympian at the closing award ceremony Friday night.

## Dutch Oven Dessert Challenge & Leaders' Swim and Barbecue

(Monday - 9:00 pm)

Adult leaders are invited to the pool for some fun! Additionally, you are invited to cook up your special dessert recipe in a Dutch Oven to be judged by our select panel of judges. Your dessert should be Olympic in theme. Dutch Ovens are available in camp. Ingredients, especially exotic ingredients, should be brought to camp.

# Program Highlights (Continued)

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## **The Olympic Village**

(Tuesday - 7:30 pm)

It's your chance to highlight all that our wide world has to offer! Choose a country from our list of real-world locales and showcase their culture. Join other troops and patrols on the Parade Field with a game, culinary item, or other activity from your country. A list of countries and activity ideas will be shared with Senior Patrol Leaders at our April Leaders Update.

## **Race of the Gods**

(Tuesday - 7:30 pm)

Heroes (14 years of age or older) seeking to prove their strength, stamina, and skill will be put to the test through many trials around the reservation. The Race of the Gods consists of going the distance with a run up Mount Resica boating across the river styx and a test of archery prowess against Apollo. Join us to test your endurance and skill.

## **Twilight Programs**

(Tuesday & Thursday at 7:30 pm)

During the early evening on Tuesday and Thursday, a variety of twilight programs will take place. These include Twilight Boating on Lake Roger, Twilight COPE at the COPE Course, and Cowboy Action Shooting at the Rifle Range. Pay attention in camp to see which events are happening on what night to enjoy in all the sunset fun.

## **Nyx's Night Hike**

(Tuesday - 9:30 pm)

Join Nyx, the Greek Goddess of night, for a hunt around camp to banish the monsters back to the underworld and to help free Zeus.

## **The Test of the Heros**

(Wednesday - 1:30 pm)

Join the Resica Falls Camp Staff and your fellow Scouts in a fun and exciting afternoon to prove yourselves as true heros of Mount Resica. Explore and compete in various competitions to help the gods successfully rescue Zeus.

## **All Faith Service**

(Wednesday-7:30 - 8:00 pm)

A Scout is Reverent. Join us for our staff-led religious services – uniforms are appropriate. If your Unit would like to coordinate a service of a particular faith, we would be happy to help you plan and run it.

## **Campers Campfire**

(Wednesday - 8:15PM )

Wednesday nights we encourage troops to plan their own campfires of skits, goofs, revelry, and fun times to perform for other Units and the staff on stage at Richards Arena. The campfire circle is the heart of the camp and can provide an opportunity for lifelong memories among your Unit.

## **OA Call-Out**

(Wednesday - 9:00 pm)

We urge all Units to get involved in the Order of the Arrow program here at Resica Falls. The OA Call-out will recognize those who have been elected to Scouting's National Honor Society.

## **Friday Evening Closing Ceremony**

(Friday - 8:45 pm)

Join us as we recognize all of the winners and participants from your camp-wide activities. You won't want to miss this fun and exciting closing ceremony, which will include the slide show of your week in camp!

## **Gateway Competition**

(Judged Friday by 12:00 pm)

Units are encouraged to design and build a creative gateway to their campsite using the theme, The Epic of Mount Resica at Resica Falls. The Unit with the most creative gateway will be recognized in the Closing Ceremony.

## **Afternoon Adventures**

(Monday, Tuesday, Thursday & Friday)

Introduced in 2022, this expansive afternoon program schedule is designed to meet the needs of all units, patrols and Scouts. Over 50 activities are available for you to participate in during three, hour-long periods each day. These include canoe trips on the Delaware River, patrol flag making at Handicraft, cooking demos at Scoutcraft, limited merit badge opportunities, and even an Escape Room. Some activities will be available for advanced sign-up; most others will be signed up for Sunday evening in camp. Find out more details when our Afternoon Adventures Guide is published later this spring!

# RESICA FALLS

## 2024 Merit Badge Schedule

SINGLE SESSION MORNING				SINGLE SESSION AFTERNOON	
9:00 – 9:45	9:55 – 10:40	10:50 – 11:35	11:45 – 12:30	2:15 – 3:15	3:30 – 4:30
Art (H)	Astronomy (ECO)	Athletics (S)	Animal Science (ECO)	Art (H)	Chess (S)
Athletics (S)	Basketry (H)	Camping (SC)	Art (H)	Chess (S)	Fingerprinting (CIV)
Basketry (H)	Camping (SC)	Chemistry (STEM)	Basketry (H)	Citizenship in the Nation (CIV)	Music (STEM)
Bird Study (ECO)	Citizenship in the Nation (CIV)	Citizenship in the World (CIV)	Camping (SC)	Electricity (STEM)	
Camping (SC)	Citizenship in the World (CIV)	Emergency Prep (HL)	Citizenship in the World (CIV)	Environmental Science (ECO)	
Chemistry (STEM)	Electronics (STEM)	Environmental Science (ECO)	Electronics (STEM)	Exploration (SC)	
Citizenship in the Nation (CIV)	Environmental Science (ECO)	First Aid (HL)	Emergency Prep (HL)	Fingerprinting (CIV)	
Emergency Prep (HL)	First Aid (HL)	Fish & Wildlife Mgt. (ECO)	Engineering (STEM)	Fire Safety (SC)	
Engineering (STEM)	Fly Fishing (S)	Game Design (S)	Environmental Science (ECO)	First Aid (HL)	
Environmental Science (ECO)	Game Design (S)	Geocaching (SC)	First Aid (HL)	Leatherwork (H)	
Fire Safety (SC)	Geology (ECO)	Insect Study (ECO)	Forestry (ECO)	Music (STEM)	
Fly Fishing (S)	Graphic Arts (H)	Leatherwork (H)	Game Design (S)	Oceanography (ECO)	
Geocaching (SC)	Mammal Study (ECO)	Moviemaking (STEM)	Mammal Study (ECO)	Personal Fitness (S)	
Law (CIV)	Metalwork (SHOP)	Nature (ECO)	Nature (ECO)	<b>DOUBLE SESSION AFTERNOON</b>	
Leatherwork (H)	Orienteering (SC)	Public Speaking (CIV)	Personal Fitness (S)	Climbing (COPE)	
Metalwork (SHOP)	Personal Fitness (S)	Pulp & Paper (H)	Photography (STEM)		
Personal Fitness (S)	Photography (STEM)	Radio (STEM)	Scouting Heritage (CIV)		
Radio (STEM)	Public Health (HL)	Sculpture (H)	Search & Rescue (HL)		
Rep. & Amph. Study (ECO)	Sculpture (H)	Space Exploration (STEM)	Sports (S)		
Search & Rescue (HL)	Space Exploration (STEM)	Swimming (POOL)	Wilderness Survival (SC)		
Soil & Water Conservation (ECO)	Swimming (POOL)	Weather (ECO)	Wood Carving (H)		
Sports (S)	Wilderness Survival (SC)	Wood Carving (H)	Woodwork (SHOP)		
Swimming (POOL)		Woodwork (SHOP)			
Wood Carving (H)					
DOUBLE SESSION MORNING				LOCATION KEY	
Archery (A)		Archery (A)		(A) Archery Range	
Canoeing (LAKE)		Climbing (COPE)		(CIV) Civics	
Climbing (COPE)		Cooking (SC)		(ECO) Ecology	
Cooking (SC)		Fishing (LAKE)		(H) Handicraft	
Kayaking (LAKE)		Kayaking (LAKE)		(HL) Health Lodge	
Lifesaving (POOL)		Lifesaving (POOL)		(LAKE) Lake	
Pottery (H)		Pioneering (SC)		(POOL) Pool	
Rifle (SS)		Pottery (H)		(RR) Resica Rangers	
Robotics (STEM)		Rifle (SS)		(SC) Scoutcraft	
Rowing (LAKE)		Robotics (STEM)		(SS) Shooting Sports	
Shotgun Shooting (SS)		Shotgun Shooting (SS)		(SHOP) Shop	
Welding (SHOP)		Small Boat Sailing (LAKE)		(S) Sports	
		Welding (SHOP)		(STEM) STEM Center	

# Resica Falls

## 2024 Master Schedule

Time	Monday	Tuesday	Wednesday	Thursday	Friday
7:00	Polar Bear Swim / Reveille	Polar Bear Swim / Reveille	Polar Bear Swim / Reveille	Polar Bear Swim / Reveille	Polar Bear Swim / Reveille
7:30	<b>Breakfast Orange</b>	<b>Breakfast Orange</b>	<b>Breakfast Orange</b>	<b>Breakfast Orange</b>	<b>Breakfast Orange</b>
8:05	Moring Colors	Morning Colors	Morning Colors	Morning Colors	Morning Colors
8:10	<b>Breakfast Purple</b>	<b>Breakfast Purple</b>	<b>Breakfast Purple</b>	<b>Breakfast Purple</b>	<b>Breakfast Purple</b>
9:00	High Five Merit Badges Resica Rangers IOLS Training (10:00 AM)	High Five Merit Badges Resica Rangers Leader Specific Training	High Five Merit Badges Resica Rangers Coffee Drinking MB CPR Training (10:00 AM)	High Five Merit Badges Resica Rangers	High Five Merit Badges Resica Rangers IOLS Training (10:00AM)
12:45	<b>Lunch Orange &amp; Lunch Club Purple</b>	<b>Lunch Orange &amp; Lunch Club Purple</b>	<b>Campwide Picnic Lunch (12:30PM)</b>	<b>Lunch Orange &amp; Lunch Club Purple</b>	<b>Lunch Orange &amp; Lunch Club Purple</b>
1:00	Climb on Safely	Leaders Appreciation Lunch Leave No Trace		Trek on Safety	
1:30	<b>Lunch Purple &amp; Lunch Club Orange</b>	<b>Lunch Purple &amp; Lunch Club Orange</b>	<h1>The Test Of Heroes</h1>	<b>Lunch Purple &amp; Lunch Club Orange</b>	<b>Lunch Purple &amp; Lunch Club Orange</b>
2:15	Afternoon Adventures High Five Home Away From Home Swim & Water Rescue	Afternoon Adventures High Five Working with Scouts with Special Needs		Afternoon Adventures High Five Napping Merit Badge	Afternoon Adventures High Five Mile Swim Test
3:30	Free Swim	Free Swim		Free Swim	Free Swim
5:30	<b>Dinner Orange</b>	<b>Dinner Orange</b>	<b>Dinner Orange</b>	<b>Dinner Orange</b>	<b>Dinner Orange</b>
6:15	Evening Colors	Evening Colors	Evening Colors	Evening Colors	Evening Colors
6:30	<b>Dinner Purple</b>	<b>Dinner Purple</b>	<b>Dinner Purple</b>	<b>Dinner Purple</b>	<b>Dinner Purple</b>
7:15	Campers Council Meeting	Campers Council Meeting	Campers Council Meeting	Campers Council Meeting	Campers Council Meeting
7:30	Big Springs Olympic Games	Race of the Gods (7:30PM) Olympic Village (7:30PM) Twilight Programs Night Owl Swim (8:45PM)	All Faith Service (7:30PM) Camper's Campfire (8:15PM)	Twilight Programs Resica Ranger Overnigher Wilderness Survival Overnigher Night Owl Swim (8:45PM)	Merit Badge Reconciliation (7:30PM)  Closing Ceremony (8:45PM)
9:00	Star Talk Leaders' Swim and BBQ Leaders' Dutch Oven Dessert Challenge	Star Talk (Backup) Nyx's Night Hike (9:30PM)	OA Callout (9:00PM) Star Talk (Backup) OA Ice Cream Social (9:30PM)		Scoutmaster Appreciation (9:30PM)
10:00	Taps	Taps	Taps	Taps	Taps

# Resica Falls

## 2024 Pool Schedule

<b>TIME</b>	<b>MONDAY</b>	<b>TUESDAY</b>	<b>WEDNESDAY</b>	<b>THURSDAY</b>	<b>FRIDAY</b>
7:00-7:30	Polar Bear	Polar Bear	Polar Bear	Polar Bear	Polar Bear
9:00-9:45	Swimming MB	Swimming MB	Swimming MB	Swimming MB	Swimming MB
9:00-10:40	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB
9:15-12:30	Swimming & Water Rescue	Swimming & Water Rescue			
9:55-10:40	Swimming MB	Swimming MB	Swimming MB	Swimming MB	Swimming MB
10:50-12:30	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB	Lifesaving MB
10:50-11:35	Swimming MB	Swimming MB	Swimming MB	Swimming MB	Swimming MB
11:45-12:30	Resica Rangers	Resica Rangers	Resica Rangers	Resica Rangers	Resica Rangers
2:15-3:00	Instructional Swim	Instructional Swim	POOL CLOSED	Instructional Swim	Mile Swim
2:15-3:00	Mile Swim Build Up	Mile Swim Build Up	POOL CLOSED	Mile Swim Build Up	Mile Swim
3:30-4:30	Free Swim	Free Swim	POOL CLOSED	Free Swim	Free Swim
<b>EVENING</b>	Leader's Swim & BBQ (9:00-10:00 pm)	Night Owl Swim (8:45pm)	POOL CLOSED	Night Owl Swim (8:45pm)	POOL CLOSED

# Resica Falls 2024 Lake Schedule

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9:00-10:40	Canoeing, Kayaking, Rowing	Canoeing, Kayaking, Rowing	Canoeing, Kayaking, Rowing	Canoeing, Kayaking, Rowing	Canoeing, Kayaking, Rowing
10:50-12:30	Fishing, Kayaking, Small Boat Sailing	Fishing, Kayaking, Small Boat Sailing	Fishing, Kayaking, Small Boat Sailing	Fishing, Kayaking, Small Boat Sailing	Fishing, Kayaking, Small Boat Sailing
2:15-3:45	Paddlecraft Safety Training (2:15-4:30) Open Boating	Paddlecraft Safety Training (2:15-4:30) Open Boating	LAKE CLOSED	Open Boating	Open Boating
3:50-4:50	Open Boating	Open Boating	LAKE CLOSED	Open Boating BSA Stand-Up Paddleboarding	Open Boating
EVENING	LAKE CLOSED	Twilight Boating (7:30 pm)	LAKE CLOSED	LAKE CLOSED	LAKE CLOSED

**NOTE: Because of the distance to the lake, Scouts should plan to spend the entire morning at the lake so it does not interfere with the timing of other merit badges. There are no longer any afternoon merit badges at the lake. Scouts WILL NOT HAVE TIME to take a badge at the lake and schedule a session immediately following in the main camp. All boats should be to shore by 4:45 pm.**





# Resica Rangers— First Year Camper Program

The Resica Rangers program is based on the new requirements and will cover many of the skills necessary for Scout through First Class. The Resica Rangers program will be held every day during the mornings for skill instruction, camp exploration, and engaging patrol activities.

## About The Program!

Our First Year Camper Program is one of the most important programs we offer in camp. A positive experience in camp will help determine a new Scout's length of stay in Scouting. This program is designed to meet the needs of our youngest campers by reinforcing the values of Scouting and the Patrol Method through a fun, hands-on approach. The Resica Rangers program has been created with leader concerns, merit badge opportunities, and unit activity scheduling in mind.

## What's New?

- An improved First Year Camper area with individual and specialized instruction areas for different skills and patrols, as well as a central meeting area.
- The Resica Rangers program will consist of a week of morning program with Scouts placed in patrols to reinforce the Patrol Method.
- Skill instruction will take place between 9:00 am to 12:30 pm each day. On Thursday afternoon and evening, Rangers will also participate in a five-mile hike and overnigher.
- In addition to Scout skills and rank advancement requirements, Rangers will have the opportunity to earn Exploration and Nature merit badges.

- Afternoons (other than Thursday) can be spent with the Troop on adventures around camp to solidify what has been learned in Rangers.

The Resica Rangers program is not meant to replace any skill instruction or Troop activity, but we hope to work with the Troops to ensure that each Scout that goes through our program learns more about Scouting and the outdoors. Units with Scouts participating in the Resica Rangers program are encouraged to provide a leader or two throughout the week to aid with instruction. There are a few things we would like each Scout to bring to camp to ensure Resica Rangers runs smoothly. The list includes:

- Backpack (daypack)
- Canteen or water bottle
- Scouts BSA handbook (Scout's name on it)
- Hiking Boots suitable for a 5-mile hike
- Rain gear
- Sunscreen and Insect repellent
- Tents for each Scout going on the overnigher

# Advancement Skills Covered by Resica Rangers

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## Scout

- (1a-f) Scout Oath/Law, Scout Spirit, Scout Sign, Salute & Handshake, First Class Badge Description, Outdoor Code, and Pledge of Allegiance
- (3) patrol method, patrol name/cheer/flag etc.
- (4) knots – square, two half hitch, taut-line; care for rope; whipping and fusing.
- (5) pocket knife safety

## Tenderfoot

- (1abc) Overnight Camping and Outdoor Code in Practice.
- (2abc) Basic Cooking
- (3a-d) Practical uses of knots & wood tools – uses, care and sharpening
- (4) – basic first aid, poisonous plants
- (5) buddy system and safe hiking
- (7a) demonstrate how to display, raise, lower, and fold the US flag

## Second Class

- (1b) Leave No Trace
- (2a-d) fire/stove, tinder/kindling/fuel, firebuilding
- (3a-d) map & compass, 5-mile hike, hazards & injuries, finding directions
- (4) 10 animal identifications
- (5) BSA beginner test, safe swim defense, water rescues
- (6) first aid, hurry cases, prevention, emergency response, vehicular accident.

## First Class

- (1b) Tread Lightly principles
- (3) lashings; timber hitch/clove hitch
- (5a) 10 plant identifications
- (6) BSA swimmer test, safety afloat, boating, line rescues
- (7) carries, heart attack/CPR, emergency plan home/meeting location.

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## Resica Rangers Notes:

1. Rangers should be registered in Black Pug for Resica Rangers Program. Webelos crossovers **will not** automatically be registered in the Resica Rangers program. They do not need to register separately for Exploration and Nature Merit Badges.
2. Rangers should arrive to program on Thursday afternoon ready to go on the 5-mile hike and overnighter with all necessary gear. Gear will be transported to the lake as needed – please make sure the Scout's name & Troop number are on it.
3. The Resica Rangers staff at Resica Falls serve as skill instructors. It is the job of the leaders of the troop to ensure that the retention and comprehension of the skills taught is obtained.
4. A syllabus of requirements that have been gone over will be available to leaders during the first day of instruction, as well as a list of skills each Scout has learned in Black Pug on Friday.



# High Adventure

**ATV Program:** Classes will be offered at 9:00AM - 10:40AM, 10:50AM - 12:30PM, 2:15PM - 3:55PM and will be for Scouts 14 years of age or older. There are three week-long sessions offered and each session has a limited number of participants. Before arriving to camp participants must complete the online blended learning training found at [atvsafety.org/atv-ecourse](http://atvsafety.org/atv-ecourse) (2 hrs. to complete). Completion certificates must be presented to the instructor along with your ATV Participation and Hold-Harmless Agreement that must be completed and signed by a parent before the Scouts arrive in camp. Participants are required to wear long pants, long sleeved shirts, and sturdy boots that cover the ankle while on the course. Per manufacturers standards, participants may not weigh more than 215lbs. There is a \$40.00 fee per Scout for participating in the program.

**High Five Adventure Club:** Are your Scouts looking to do a few merit badges at camp, but they also want some ADVENTURE?!! Each day, Scouts aged 14 and up will be given the opportunity to go on a different adventure around Resica Falls and the Pocono Mountains. On Monday the Scouts will have an opportunity to pick their excursions for the week, so the activities will change each week depending on what that week of Scouts want to do. The excursion will meet every day at the Clock Tower at 9:00AM and 2:15PM (unless decided otherwise).

**Fawn Run:** Resica Falls is home to 4,200 acres of Pocono Mountain wilderness. Fawn Run is your unit's opportunity to explore all the corners of the reservation through this week-long backpacking adventure. Put the basic principles of primitive camping into practice while enjoying scenic vistas and participating in such trail camp programs as lumberjacking, fly fishing, and black powder shooting.

*Scouts & Leaders in Troops, Ships, or Crews must be at least 13 years old to participate. This should not be their first backpacking experience.*

**Paddlerama:** Spend an exciting week on the picturesque Delaware River, paddling over 80 miles and riding rapids! Begin your week at Resica Falls Scout Reservation where you will meet your guide for your excursion, review any safety precautions, and get any skill refresher you may need. Camp each night along the river, practicing your primitive camping skills after a day of taking in the gorgeous sites of the river.

Scouts & Leaders in Troops, Ships, or Crews must be at least 13 years old to participate, and have passed the BSA Swimmer Test.

**Pioneering Camp:** A unique experience during Week 3 that allows Scouts to live the life of the old frontier by putting their pioneering skills to the test. Scouts will create their own shelter and other spectacular structures. Scouts in Troops, Ships, or Crews must be at least 13 years old to participate. Experience with pioneering is required. Any questions regarding the Pioneering Camp program can be directed to Chris Nagele at [cnagele@kenvue.com](mailto:cnagele@kenvue.com)

**Please Note: You MUST register for the ATV & High Five Programs before you arrive in camp!!**

**Registration for the Fawn Run, Paddlerama and Pioneering Camp programs are separate from registration for our traditional summer camp and should be coordinated through the council camping office. Individuals can contact the council office at: [camping@colbsa.org](mailto:camping@colbsa.org)**



# Aquatics Program

## **SWIMMING AND WATER RESCUE TRAINING AND PADDLECRAFT SAFETY TRAINING:**

Each leader will have the opportunity to receive training in Paddlecraft Safety and Swimming and Water Rescue plans. This will provide the unit leader with the skill set necessary to facilitate boating and troop swim activities any time and any place during the year - following Safe Swim Defense and Safety Afloat guidelines. A two year certification will be presented to the leaders who take this opportunity.

**SMALL BOAT SAILING:** Sailboats may be taken out for general use during any of the open boating periods. Only swimmers can take out sailboats but not until they go through a sailing check-out orientation. Personal flotation devices (PFD's) must be worn at all times.

**ROW BOATING:** Rowboats may be taken out for general use during any of the open boating periods. No more than three people can be in a boat. A non-swimmer must be accompanied by a certified lifeguard in order to take out a rowboat. A beginner may take out a rowboat provided they are accompanied by an adult swimmer. All boaters must wear PFD's at all times.

**CANOEING:** Canoes may be taken out for general use during any of the open boating periods. No more than two people can be in a canoe. Only swimmers can take out a canoe. PFD's must be worn at all times.

**POLAR BEAR:** The polar bear program is a program for everyone in camp. Show up at least three days for an early morning swim and earn the honor of being in the polar bear club. Members of the club are eligible to purchase a special patch at the trading post. Unit leaders should keep track of attendance.

**MILE SWIM:** This program is offered to help improve awareness of being physically fit. It is a four day program which includes discussion, and three days of swim work-outs culminating in a complete nonstop Mile Swim on the fourth day. Upon completion, Scouts are awarded the certification card and the right to wear the mile swim patch.

**KAYAKING:** Kayaks can be used during any of the open boating periods. Only one person may be in a kayak at a time. Only swimmers can take out a kayak. PFDs must be worn at all times.

**FISHING:** Lake Roger and Lake Ann offer great fishing and are loaded with blue gills. ***A PA Fishing license IS needed for fishing at these lakes for everyone 16 and over.*** Rowboats may be used by Scouts and leaders qualified as swimmers. The boats may be

# Aquatics Program (Continued)

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reserved with the lake director in advance. PFD's are required by all boaters. There will be no fishing permitted from any boat docks, or within 100 feet of the docks along the shore. A buddy must accompany Scouts to the lake. A note by the Scoutmaster attesting that the Scout has caught, identified and released the fish unharmed is sufficient for merit badge purposes. Scouts may keep one fish according to all state laws if they wish to cook and clean it at their campsite though at least one of the two fish must be released unharmed. Bring your own rod and reels to camp. Fishing Merit Badge is taught at Lake Roger.

**FLY-FISHING:** The Bushkill Creek offers some of the best fly-fishing around as it is fully stocked with trout. *Anyone 16 years & up must have a PA Fishing license in order to flyfish at Resica Falls.* An application for a license can be found on the PA Fish and Boat Commission website at [www.fishandboat.com](http://www.fishandboat.com). The Bushkill Creek at Resica Falls is fly-fishing only and with all fish being catch and release. A buddy must accompany Scouts while fly-fishing. Fly-fishing is available on the Bushkill from well above and well below the falls. There is no wading by Scouts into the Bushkill. A note by the Scoutmaster attesting that the Scout has caught, identified and released the fish unharmed is sufficient for merit badge purposes. Bring your own rod and reels to camp. Fly-fishing Merit Badge is taught at Sports with fishing taking place at the Riverside Field. We will also host a Fly Fishing demonstration with local fly fishing experts on Monday evenings.

**PADDLEBOARDS:** Paddleboards can be used during any of the open boating periods. Only one person may be on a paddleboard at a time. Only swimmers can take out a paddleboard. PFDs must be worn at all times. BSA Stand-Up Paddleboarding - required to attend both sessions.

**BOATING ON LAKE ROGER:** Big Springs offers boating on Lake Roger. Scouts and Leaders can sail, row, canoe, or even Dragon Boat. You can also fish from the shore or boats on our beautiful lake.

The trail to Lake Roger leaves the main part of camp from behind the trading post. It is about a 20 minute, scenic trail up to the lake. Leaders may also drive Scouts to the lake on the access road, located about one-half mile up Route 402 from the main entrance of camp.

Rowing, Canoeing, Kayaking, and Small-Boat Sailing merit badges are offered at the lake. The lake is open during regular program times. Scouts can come up anytime before closing time to work on badges.

According to the regulations of Scouts BSA, each Scout and adult who wishes to use the boats at the lake must be accompanied by a buddy and have a buddy tag. A person who has been classified as a non-Swimmer or Beginner must be accompanied by an adult Swimmer while using tandem kayaks and canoes. A non-Swimmer or Beginner must be accompanied by a Swimmer while using a rowboat. Only Swimmers are permitted to use kayaks during open boating. Sail boats are not available for open boating. Everyone wears a PFD at all times while in the boating area. Please consult the Lake Director for rules regarding use of the Wibit Aquapark attractions.



# Unique Opportunities at Resica Falls

## Hike to one of our Beautiful Vistas

Here at Resica Falls we have many beautiful destinations around camp that your group can hike to and take in the scenery. Your commissioner can help you plan a hike to any of these locations in camp.

- The Resica Falls
- Little Falls\*
- Lookout Point
- Signal Mountain
- Lake Roger
- Lake Anne
- Beaver Lake
- Indian Flats
- Bushkill Bluff
- Piano Pool\*
- Chapel Pool\*
- Cool Dip\*
- Fossil Rock\*

\*Denotes potential swimming hole

Be sure to file a Trip Plan with the Camp Office for all trips. You can also request to take a bag lunch with you on your trip. Locations marked with an asterisk above are potential swimming holes. If you would like to go swimming at one of the potential swimming holes mentioned above while on a hike, the Aquatics Director must review your trip plan to help confirm your unit is prepared to follow all aspects of safe swim defense.

## Canoe Trips

While your unit is at Resica Falls, consider taking an afternoon out of camp to canoe the Delaware River. You can arrange a more relaxing trip for units with less experienced Scouts, or a more strenuous trip for those that are experienced. You can work with your Camp Commissioner to learn more about these opportunities for your unit to consider.

## Learn About Raising Fish

Having a World-Class Fly Fishing stream running through our camp not only allows us to teach Fly Fishing Merit Badge in the perfect setting, but it also allows us to be able to teach more about raising fish. We have our very own fish hatchery on the property and would love to let your Scouts feed the fish while they learn about how they are raised and how we get them acclimated to the new waters once we release them.

## SEEK

Introduced in 2021, SEEK replaces our traditional CIT program with a three week program designed around targeted skill development and personal growth. Scouts ages 14 and 15 will work with our dedicated staff to hone the skills needed to be a great leader, both in camp and in their units. The SEEK program has its own staff, lives in it's own campsite, and has its own program specific uniforms, trips, and activities.

Care has been taken to provide a balance of both work and play. One day SEEK participants might be shadowing an area director and the next day camping out at Lake Roger! [resicafalls.org/seek](https://resicafalls.org/seek)

## Troop 1

Scouts, both male and female, have the chance to experience the adventures of Resica Falls as part of our Resica Troop One program. Whether your unit is going somewhere else for summer camp or you want to come back for a second week of fun, our provisional unit is the place for you. Any Scout who spends a second week of camp at Resica Falls is eligible for a special discounted rate! The Scouts first week of camp must also have been at Resica Falls to receive the discount. [resicafalls.org/troop1](https://resicafalls.org/troop1)



# Adult Leader Activity/ Training Schedule

## Swimming & Water Rescue

Monday & Tuesday, 9:15 - 12:30PM  
Location: Pool  
Trainer: Aquatics Director

## Introduction to Outdoor Leader Skills

Monday & Friday, 10:00AM  
Location: Dining Hall  
Trainer: Chris Brenner

## Climb on Safely

Monday, 1:00PM  
Location: White Dining Flies behind Dining Hall  
Trainer: Climbing Staff

## Home Away From Home

Monday, 2:15PM  
Location: White House Conference Room  
Trainer: Program Staff

## Paddlecraft Safety

Monday & Tuesday, 2:30-4:30PM  
Location: Lake  
Trainer: Aquatics Director

## SM/ASM Leader Specific Training

Tuesday, 9:00AM  
Location: White House Conference Room  
Trainer: Council Training Committee

## Leave No Trace Training

Tuesday, 1:00PM  
Location: Ecology  
Trainer: Ecology Staff

## Coffee Drinking Merit Badge

Wednesday, 9:00AM  
Location: Dining Hall

## CPR Certification

Wednesday, 10:00AM  
Location: White House Conference Room  
Trainer: Maddie Boyer  
[maddie.boyer@resicafalls.org](mailto:maddie.boyer@resicafalls.org)

## Working with Scouts with Special Needs

Wednesday, 2:15PM  
Location: White House Conference Room  
Trainer: Program Staff

## Trek Safely

Thursday, 1:00PM  
Location: Scoutcraft  
Trainer: Scoutcraft Staff

## Napping Merit Badge

Thursday, 2:15PM  
Location: Dining Hall

## 2024 Leaders Challenge

**Recognition:** Come to the office and grab a score sheet. Spend the week participating in activities to fill up your sheet. Once you have achieved your score for the week, drop the sheet off in the office and receive your award at the campfire on Friday night!